

Attorney's Docket No.: 13625-002001/107909

Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Currently amended) A gaming machine ~~which includes~~ having a display and a game controller, said game controller being arranged to provide:

a simulation system configured to generate a ~~game-round~~ game display which corresponds to a pre-calculated outcome for ~~the game-round~~ a game; said simulation system being adapted to run an initial simulation ~~in an invisible manner~~ that simulates the playing of the ~~game-round~~ game from start to finish without displaying the outcome of the initial simulation, the simulation system enabling predetermined starting parameters to be set;

a comparator for comparing an end condition of said initial simulation run by the simulation system with the pre-calculated outcome of the ~~game-round~~ game; and

an adjustment means for adjusting the starting parameters used by the simulation ~~means~~ system in a subsequent simulation of the ~~game-round~~ game that is used for generating the ~~game-round~~ game display for the ~~game-round~~ game, such that the end condition of the subsequent simulation of the ~~game-round~~ game corresponds to the pre-calculated outcome for the ~~game-round~~ game.

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2. (Original) The gaming machine of claim 1 in which the simulation system is software based.

3. (Currently amended) The gaming machine of claim 2 in which the simulation system is used as a means to drive a display of a graphical outcome for the ~~game round~~ game.

4. (Currently amended) The gaming machine of claim 2 which includes a control means for controlling playing of the ~~game round~~ game.

5. (Original) The gaming machine of claim 4 in which at least part of the control means includes a random number generator for generating random numbers.

6. (Original) The gaming machine of claim 5 in which the random number generator is one of a pseudo-random number generator and a hardware based random number generator.

7. (Original) The gaming machine of claim 4 in which the simulation system is implemented in the control means by a processing means.

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8. (Previously amended) The gaming machine of claim 7 in which the processing means includes simulation software to perform the simulation and running of the initial and subsequent simulations.

9. (Previously amended) The gaming machine of claim 8 in which the simulation software sets random starting parameters for the initial simulation.

10. (Currently amended) A method of displaying an outcome of a ~~game round~~ game played on a gaming machine, the method including the steps of:

setting starting parameters for an initial simulation of the ~~game round~~ game;

performing the initial simulation of the ~~game round~~ game using said starting parameters without displaying the outcome of the initial simulation, in a manner that is invisible to a user;

determining an end condition of the initial simulation;

comparing the end condition of the initial simulation with a pre-calculated outcome of the ~~game round~~ game;

adjusting the starting parameters of the initial simulation as a result of the comparing, such that the end condition of a subsequent simulation of the ~~game round~~ game using the adjusted

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starting parameters will correspond to the pre-calculated outcome for the ~~game-round~~ game; and

performing a subsequent simulation of the ~~game-round~~ game using said adjusted starting parameters; and

displaying the outcome of the subsequent simulation, corresponding to the pre-calculated outcome for the ~~game-round~~ game, to the user as the ~~[[of]]~~ display of the outcome of the ~~game-round~~ game.

11. (Previously amended) The method of claim 10 which includes setting random starting parameters for the initial simulation.

12. (Previously amended) The method of claim 11 which includes running the initial simulation through once until the end condition is arrived at, without displaying the end condition on a display means of the gaming machine.

13. (Currently amended) The method of claim 12 which includes performing one of a pseudo-random calculation and a truly random calculation to derive the desired outcome for the ~~game-round~~ game.

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14. (Currently amended) The method of claim 13 which includes, once the initial simulation's end condition has been arrived at and the pre-calculated ~~desired~~ outcome for the ~~game~~ round game has been determined, adjusting the starting parameters by one of a discrete amount and a mapping function.

15. (Currently amended) The method of claim 14 which includes, adjusting the starting parameters using a difference between the now known end condition of the initial simulation and the pre-calculated outcome for the ~~game-round~~ game.

16. (Currently amended) The method of claim 15 which includes running the subsequent simulation using the [[new]] adjusted starting parameters.

17. (Previously amended) The method of claim 16 which includes displaying the subsequent simulation as the subsequent simulation progresses.